

Abstract of the Disclosure

A time service for a gaming network including gaming machines provides systems and methods for processing time related requests on the gaming network by service providers, gaming machines and other entities on the gaming network. The gaming services framework
5 comprises a set of services, protocols, XML schemas, and methods for providing gaming system functionality in a distributed, network based architecture that includes gaming machines and servers. The systems and methods provide a service-oriented framework for gaming and property management based upon internetworking technology and web services concepts.

10